

## Genius Hour Projects

We have been working through the process in stages. We discussed the concept of Genius Hour, which is Google's approach to PBL.

Then we

1. Brainstormed ideas they were interested in, could be school related but did not need to be.
2. Next, they narrowed down to three ideas of interest and developed projects/products/end games.
3. They picked one, after discussion with me, on what could be achieved this year.
4. Then they planned (What do I want to learn more about, what will I make or create, how will it go beyond our classroom-publishing, what materials do I have and still need, and finally what research will I have to complete?)
5. Currently, they are on the research stage. We have talked about source overload and source validity and will continue to do so through the process.
6. The goal is to have the projects-products-creations ready to publish to the world through some authentic means by the end of the year.

So far, the kids are amped up by this idea. Some examples of ideas:

One student is studying how to develop her art to persuade and will make character education posters to display at our school and on the web through a website.

One student is studying how to increase basketball dribbling proficiency which he will teach to others and turn into a science fair project and will publish his method through a video.

Another student wants to learn Russian and wants to write down some of his grandfather's accounts in English side by side with the Russian in a book/journal.